Activities for Animals

Animal Guessing Game

Show only part of the animal, and the students will need to guess the animal in the target language.

Animal Sounds

Discuss the way different languages mimic animal sounds. Below is a comprehensive list of animal sounds in many different languages.

http://www.eleceng.adelaide.edu.au/personal/dabbott/animal.html

For example, in English a dog says Bow Wow or Arf Arf , in Spanish a dog says Guau Guau or Guf Guf, in French a dog says Ouah Ouah, and in German a dog says Wau Wau or Wuff Wuff.
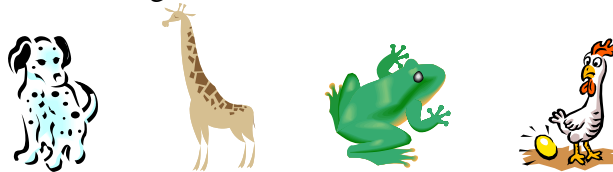
This website will allow the student to hear the different sounds in several languages.

http://www.bzzzpeek.com/#

Charades

Students can perform the actions of various animals or mimic the sounds of various animals, and their classmates will guess the animal.

Come to My Farm

Give a stuffed animal to each child. Have the class sing "Die Tiere" from *Sing, Dance, Laugh and Learn German.* When an animal is mentioned in the song, the child with that stuffed animal holds it up.

Question Scavenger Hunt
Trip through the Zoo

Select an animal. Research that animal and find 15 unique facts about it. Create a poster with ten facts written in interesting, understandable sentences in the target language. On your poster, include a picture of the animal. This picture may be from the Internet or drawn. From the information on your poster, write in the target language two questions and their answers to be turned into the teacher. The teacher types these questions to create a question scavenger hunt. On zoo day, the students complete this question scavenger hunt through the animal posters.

Rubric

_____picture (5)

_____ten facts (interesting, understandable, grammatically correct) (20)

_____questions and answers (5)

_____neatness and creativity (10)

_____completed scavenger hunt worksheet (20)

_____Total points (60)

Animal Switcharoo

In advance, the teacher makes 2 sets of identical animal cards of different sizes (***groß, mittelgroß, klein***).

The teacher instructs the students to sit in a circle by saying "***Macht einen Kreis und setzt euch.***" (The students should sit on chairs.) The teacher hands out an animal card from one set to a student. The cards match from the other set should be given to another student so that all of the cards in play have a match. If there are an odd number of students, the teacher will also need a card. The student should look at the card and then put it under his/her chair. The teacher models the game by standing in the center of the circle and saying the size and name of an animal (i.e. ***die große Ziehe***). The students who have "the big goat" should stand up. When the teacher says "***Tauscht die Plätze***" the students standing, switch places as the teacher also tries to get to the student chairs before they do. The person who does not have a chair goes into the middle, and the game continues

Animals
Barnyard Hullabaloo

The teacher places visuals of each of the farm animals around the classroom. The students are instructed to walk in a circle in one direction around the room while music is being played. When the music stops, everyone must rush to the nearest visual. (For a class of 24 students or less, there should be no more than four people at a visual. If there are more than 24 students, there should be no more than five at a visual.)

Once everyone has arrived at a visual, the teacher asks each group individually, ***"Welches Tier ist es?"*** The students are to say the name of the animal in their visual. Next, the teacher asks the group, ***"Was sagt*** (the animal)***?"*** The students then have to make the sound of their animal. Once each group has identified its animal and sound, the teacher starts the music again and play continues.
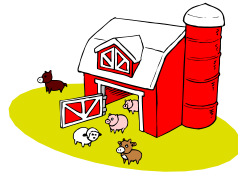
Mixed Bag of Ideas

I love to sing "Herr McDonald hatte einen Hof...EIEIO." I also have a felt board with many animal cut outs that I like to use to create a story. I usually incorporate the animals into my stories. When doing TPR I say..."Lauf wie ein Pinguin... wie ein Löwe... wie ein Elefant..." I also have put together plastic bags of items. In each bag there is a stuffed animal, an eraser, a Barbie doll, etc. Each student has the exact same items in their bag. The animals vary, however. They sit at their tables and do what I tell them to with the items. "Der Frosch springt über das Radiergummi." "Das Mädchen rennt um die Tüte Pommes frites."
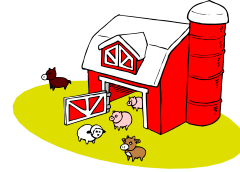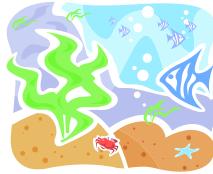
Animals

Have the students create their own animals and name them. Share them with the class (their rationale, colors, and even where they might live in the world) and add to the art in the hallways.

Animals
Create a farm, jungle, or ocean and label your picture.

Who am I?
Tape the label of an animal on the back of each student. Students need to determine what they are by asking questions of their classmates. They may not ask who or what they are directly. They can only ask each person two questions. The questions can be in English or the target language depending on the level of the students.

Draw Your Favorite Animal
Draw your favorite animal and put clothing on it. Tell the class about your animal.

Animal Jeopardy
Write clues for animals and let the students guess the animal. These clues may be written in the target language or English.
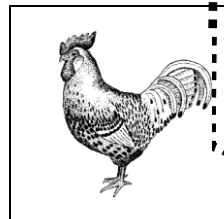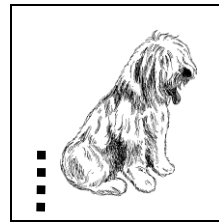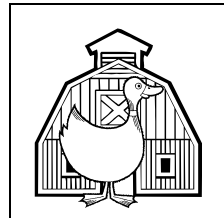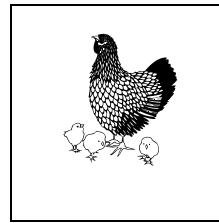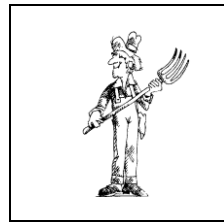I live in the water and have scales.
Easter wouldn't be complete without my eggs.
I wish you would eat ham on Thanksgiving.
I purr when someone pets me.

Crossing the Bridge
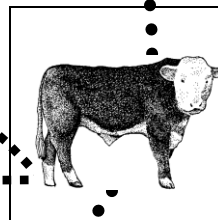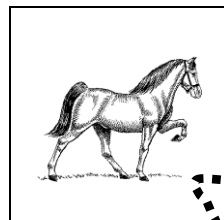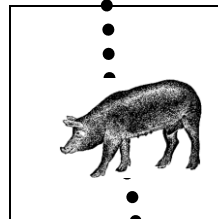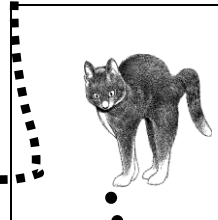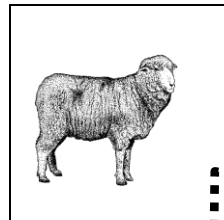
Students identify vocabulary in order to cross the bridge. (The trolls won't get you if you can make it across.) Students may only go 1 box/vocabulary picture at a time. They can go horizonatally, vertically, or on a diagonal as shown.

So the student could say "horse, cow, rooster, sheep, cat, dog, etc."

They cannot skip over a box as shown.

The student could NOT say, "cow, cat." The student would have to say, "cow, pig, cat" to be correct.

Start here.

Start here.